

## LESSON 3

<b>Activation:</b>	We will begin with a short lecture on key concepts and definitions of story-telling and storyboarding, respectively. Students will be asked for ideas and examples of discussed terms and concepts to help establish a foundation of understanding multi-modal story-telling. Teachers will present a <a href="#">ToonDoo</a> example of a teen health issue comic, and perform a ToonDoo technology demonstration.
<b>Direct instruction:</b>	The LMS and Health Teacher will use MS Word and MS Paint with the Promethean Board to introduce storyboarding techniques, parsing out key story-telling components, and map out the storyboard. The LMS and Technology Teacher will execute the <a href="#">ToonDoo</a> technology demonstration.
<b>Modeling and guided practice:</b>	As a class we will identify what the “story” is behind the health topic example. Using the Promethean Board, the LMS and Health teacher will guide students in deconstructing the story into key concepts and story-telling components and storyboarding the narrative into a visual composition. The LMS and Technology teacher will create and present an original <a href="#">ToonDoo</a> as an example of a finished comic. A digital rubric in MS Word will be prepared for parsing out content, as well as a Storyboard Worksheet for translating the narrative into a visual composition.
<b>Independent practice:</b>	Students will create a story from their health topic research notes in <a href="#">NoodleTools</a> , and begin parsing out key concepts and story-telling components using a rubric in a prepared MS Word document. Based on that narrative, students will use pencils to create a storyboard using the Storyboard Worksheet. Students will then begin translating their storyboards to digital using the <a href="#">ToonDoo</a> program. During this time the LMS, Health and Technology teachers will circulate throughout the room to formatively assess the students for their understanding of storyboarding concepts and their comprehension of using the <a href="#">ToonDoo</a> program.
<b>Sharing and reflecting:</b>	In the concluding ten minutes of each class, students will partner with each other to review their checklist, storyboards, or <a href="#">ToonDoo</a> work-in-progress, and suggest changes.